

## PROPHECY UNBOUND

### Prophecy Unbound Level 28 Controller Medium Natural Humanoid

**Initiative:** +21      **Perception** +27  
**HP** 250; **Bloodied** 125  
**AC** 42; **Fortitude** 40; **Reflex** 38; **Will** 41  
**Speed** 5

#### Traits

#### Path of Prophecy ✦ Aura 2

At the beginning of Prophecy Unbound's turn, all squares in the aura are subject to The Word until the end of the encounter. Prophecy Unbound has line of sight and line of effect to any square that is subject to The Word. While a square is subject to The Word, any creature entering it or beginning their turn there becomes Bound By Prophecy (save ends).

#### Standard Actions

#### Ⓡ Fate's Caress ✦ At-Will

**Attack:** Melee Basic 1 (one creature) +32 vs. Reflex  
**Hit:** 4d8+12 damage, and ongoing 10 damage (save ends). If the target is Bound By Prophecy, they become Dominated (save ends both)..

#### ☞ Prophecy of Doom ✦ At-Will

**Attack:** Ranged 10 (one creature) +32 vs. Fortitude  
**Hit:** 5d8+14 necrotic damage.  
**Effect:** If the target is Bound By Prophecy, they become dazed (save ends). First Failed save: they become weakened (save ends both).

#### ✦ Prophecy of War ✦ Recharge ☞

**Attack:** Area Burst 1 within 10 (all creatures in burst) +32 vs. Will  
**Hit:** 4d8+12 psychic damage. One creature within the area who you hit with the attack, and one other creature in the area who is bound by prophecy, make a melee basic attack as a free action against a foe of your choice

#### Move Actions

#### Destiny Step ✦ Recharge ☞

**Effect:** The Prophecy Unbound teleports to any square subject to the word, and loses any Daze, Prone, and Weaken effects. .

**Skills** History +26, Insight +27, Religion +26  
**Str** 24(+21); **Dex** 24(+21); **Wis** 26(+22)  
**Con** 24(+21); **Int** 24(+21); **Cha** 25(+21)

**Alignment** unaligned      **Languages** Supernal

The Prophecy unbound is an powerful magical force, the manifestation of a mighty prophetic vision that has torn itself from it's place in history, and begun to act directly on the cosmos. Though almost unimaginable, such an event could occur, in the right, cataclysmic, circumstances.

Whatever it's origin, the prophecy unbound coalesces around a suitable vessel- often an oracle it has moved through in the past- and strikes directly at it's foes with the power of destiny. This vessel may be consumed in the process, but it can still be seen, hanging within the maelstrom of energy which marks the location of the prophecy made manifest.

The figure, who might even be known to those under the prophecy's assault, moves as if in an endlessly fluctuating prophetic vision- at some times calm as if in a trance, at others ranting and screaming as the prophecy fills it with discordant visions. Whether their voice is a soft mumble or a high shriek, their words seem to boom and echo like thunder.

The prophecy moves across the land in this form, bringing with it a wave of altered reality, sweeping creatures up in it's wake as it goes. The air- in fact reality itself- warps around it, humming and singing with discordant sounds and impressions. By manifesting, the prophecy becomes something completely unlike what it was. Some would say that the prophecy unbound is destiny gone mad- others, that it is simply a fitting final destiny for those mad enough to challenge their fate.

The powers of the prophecy unbound are formidable, but added to them are the forces it arrays against it's foes. It does not lead these forces as a normal creature might- in fact it uses them very poorly, and had they the choice, they would likely flee from it's embrace. But bound within it's destiny, they have no choice but to act out the parts set for them, striking against foes, strangers, or even fond friends, as is demanded by the prophecy unbound.

The prophecy itself hurls bolts of reality-warping energy at it's victims, seeking to lay them low, or entrap them in the wave of all-consuming destiny that trails in it's wake. Prophecy has come. It's will be done.

For use with the 4th Edition

# DUNGEONS & DRAGONS

## ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

Created by  
 Michael Jones  
 for  
 Catastrophe Games  
[CATASTROPHEGAMES.COM](http://CATASTROPHEGAMES.COM)

DON'T TELL ME WHAT TO DO!

YOU AREN'T EVEN MY REAL PROPHETS!

## TACTICS

The Prophecy unbound could be compared to a force of nature, but it is far from natural. Using the Path of Prophecy, it leaves a wake of terrain behind it that renders it's foes vulnerable to it's attacks, and is capable of striking at any point along it's previous path.

Even without it's aura it's attacks can cause substantial damage and lock down it's foes very effectively. It works best in concert with a soldier and other melee combatants, taking advantage of it's zone and even striking it's allies with prophecy of war if it will deliver a melee basic attack worth losing some hit points for.

If it's confronted at short range, the prophecy can easily move to another square of it's zone, making it difficult to pin it down. Fate's caress is a useful attack, and can turn an isolated attacker back on their friends for a round and more. In most cases, the prophecy unbound should focus on those bound by prophecy, while it's allies fend off the rest of the enemy forces.

Key units to target are ranged attackers, since melee combatants will be hard pressed to close with the prophecy unbound without becoming vulnerable due to the zone entry effect. Forced movement can place the prophecy's future, in doubt, but it's teleport will keep it out of misfortune unless it's foes seize the moment and act together before it can respond.

## Lore

History DC 28: All the info in the intro

History DC 33: Hints about how the prophecy's nature and agenda might allow it to be manipulated or disrupted (by the heroes, or their foes)

## Encounters

It is difficult to imagine what could lead to such an upheaval of the natural order, but sages might speculate on the forces that could force a prophecy to manifest so directly.

A band of stalwart heroes could defy the fate laid out for them by the gods, and in doing so, invoke the ire of the guardian of fate. A powerful entity could seek to change the shape of the cosmos, bringing them into direct conflict with the forces that govern the universe. A renegade priest of a wrathful deity could turn from the god's instructions, prompting it to send a unique avatar of destiny to smite them. It may even be that a prophecy, having exerted power and a sort of will over the world in the eons since it's birth, rebels from it's end, and seeks to prolong itself by any means.

Whatever the seed of such an entity's creation, it pursues it's agenda with utter focus and resolve, warping reality and drawing on the materials and creatures around it to manifest it's will in temporal terms. As it passes over the land, it leaves a wake of reality-warping prophetic power, which draws in those who share strands of destiny with those it seeks to destroy- sometimes these are strangers linked in ways not easily understood, but far more likely, the friends and foes of it's targets find themselves swept up in the tides of fate, drawn into a battle they have no control over.

But these are not the only creatures that could stand with the prophecy unbound. It may well be, that for those of brilliant cunning, a prophecy could be turned into a weapon. By playing on it's drive to complete it's narrative, and overwhelm those who defy it, the prophecy unbound could be turned to the ends of a mastermind of suitable scope and power. Indeed, such a foe could also have manipulated the heroes of the piece, bringing them unwittingly into conflict with the forces of prophecy, knowing all too well the disastrous collision that would result.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.